

Team G.G



#### Table of contents

01

**Mental Index** 

02

**Endings** 

03

Stages

# 01 + Mental Index+



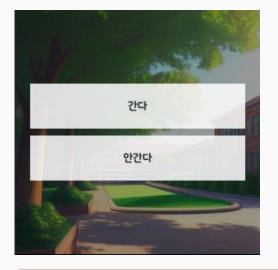
200~ 100 199 Starting Point 0~99



+50



-50



+10

-10

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02 + Endings



## **Ending Scenario**

Scenario	Mental index	Interview	Ending phrase
1	good	pass	"열심히 노력한 보람이 있네! 행복한 직장 생활의 시작!" "Your hard work paid off! The beginning of a happy working life!"
2	average	fail	"평범한 듯 특별한 순간, 새로운 시작" "A normal and special moment, a new start"
3	bad	pass	"힘든 길이지만, 내가 꺾을 수 있어." "It's a tough road, but I can beat it."
4	good	fail	"막다른 길이 아니야, 새로운 가능성의 문이 열렸어." "It's not a dead end, the door to new possibilities has opened."
5	average	pass	"작은 시작이 큰 꿈을 이루는 계기일지도 몰라." "A small start may be the trigger for a big dream."
6	bad	fail	"두려움이 있어도, 새로운 시작은 언제나 가능해." "Even with fear, a new beginning is always possible."



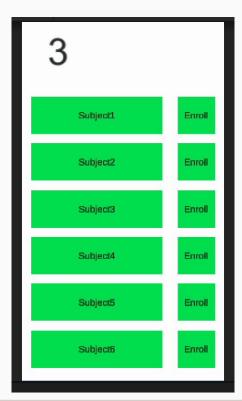
## **Ending Scenario**



# 03 + Stages



### Stage 1 - Enroll



- Clickable immediately after countdown
- must click within the specified time to complete
- If fail to click within the allotted time, the subject is considered a fail



#### Stage 3 Overview

#### Research



#### Slides



Presentation

- School Homepage, News, Journal
- History of Hangook University
- Highlight main sentences
- Choose one from three slide designs
- Design is hidden until choice is made

- Presentation of slides and corresponding lines
- Eye Contact with audiences

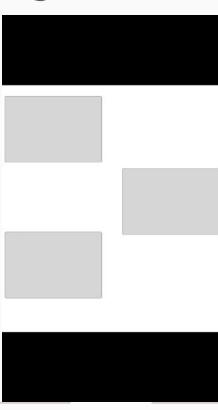


## Stage 3 - Research





# Stage 3 - Slides





### **Stage 3 - Presentation**





### **Stage 4 Overview**

#### Al games of 3 difficulty levels



#### interview simulation



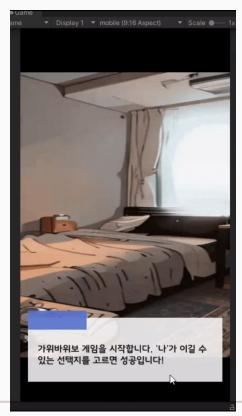


### Stage 4 Al game(1) - Number puzzle



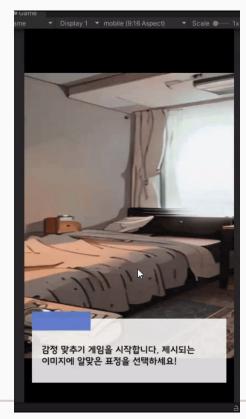


#### Stage 4 Al game(2) - Rock paper scissors





### Stage 4 Al game(3) - Emotional matching



04 + Next Plan



#### Schedule

Week 14

Week 15

Week 16

- Finish each minigame
- Insert soundtrack

- Complete each person's role
- Complete the game content
- Completion and inspection of overall game

# 05 + Meantime/Purpose



#### **Overall Process**

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Arts Framework 나 UI Design Cripting



Complete Game